BANDAI A05117, A05118
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DIGIMON FUSION LOADER

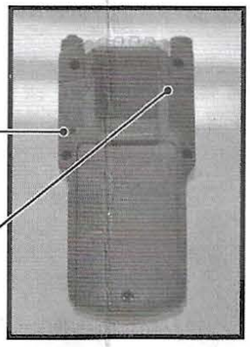
部件名稱
Name of each parts

主體前面
Front of Mainbody

A、B、C、D: 選擇按鈕
Operating Button

E: 確認按鈕
Execute Button

主體背面
Back of Main Body



什麼是 DIGIMON FUSION LOADER
What is DIGIMON FUSION LOADER

DIGIMON FUSION LOADER 是目前拯救受到 Bagra Army 侵略的 Digital World 的重要道具。你將在 DIGIMON FUSION LOADER 中與拍檔的同伴 Digimon 共同創造只屬於你的 Digimon 軍團（DECK），並成為對抗 Bagra Army 的指揮官，恢復 Digital World 的和平。同伴以外的 Digimon 全部作為數據卡，收錄於 DIGIMON FUSION LOADER 收集和選擇 Digimon，創造自己的軍團！

DIGIMON FUSION LOADER is an important item to save the Digital World invaded by the Bagra Army. You will cooperate with your partner Digimon in the DIGIMON FUSION LOADER to create your own special Digimon legion (DECK), and you will become the commander officer against the Bagra Army to restore the peace of the Digital World. Digimon other than the partners will act as the Data Card recorded in DIGIMON FUSION LOADER. Collect and select Digimon to create your own legion!

收集 Digimon~Digimon 與聲音
Collect Digimon~Digmon with Sound

為了強化你的軍團，需要更強的 Digimon。DIGIMON FUSION LOADER 能夠將聲音、音樂變成 Digimon 的咭片並收集起來。嘗試加入更多 DIGIMON 在 DIGIMON FUSION LOADER。請參考”Digimon 重新載入模式”。

To strengthen your legion, you need a more powerful Digimon. DIGIMON FUSION LOADER can turn the sound or music into Digimon Data Card for collection. Try to get more Digimon into DIGIMON FUSION LOADER by reloading with serval sounds. Please see “How to reload Digimon”.

創造最強軍團
Create the most powerful Legion

從收集的 Digimon 卡中選擇 40 張咭片，創建 DECK，在戰鬥中對抗敵軍。掌握 Digimon 的能力，選擇 Digimon，加入 DECK，從而戰勝敵人。獲取 Digimon 咭片後，要強化 DECK。當然還可以和朋友連線戰鬥。

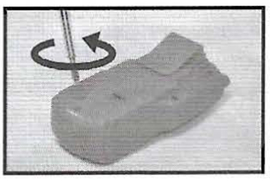
Select 40 Cards from the collected Digimon Data cards to create DECK and confront the enemies in the battle. Control the abilities of the Digimon, and select Digimon to join the DECK to defeat enemies. After acquiring the Digimon Cards, DECK should be strengthened. Of course it can also conduct connecting battle with friends.

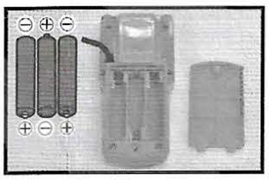
安裝及更換電池
How to install/replace Batteries

※必須由監護人操作。
※All these operations must be made by the guardians.

※當聲音過小而難以聽清時，或者因運行錯誤連續發出聲音時，請全部更換為新電池。
※If the sound is too low to be heard clearly, or the error sound is continuously heard because of the errors occured during the operations, please replace all the batteries immediately.

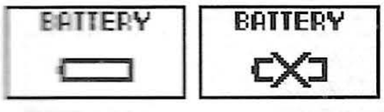
①-1 用十字螺絲刀擰開電池蓋的螺絲，
①-2 拆下電池蓋。
②放入電池。按正負極方向分別放入 3 X AAA 乾電池（另售）。
③蓋上電池蓋。分別對準電池蓋的突起處與主體下方背面的槽並閉合復原。順時針方向擰緊螺絲。





①-1 Turn the screw on the battery cover by a cross screwdriver.
①-2 Remove the battery cover.
②Install in the batteries.Put in 3 X AAA dry batteries (sold separately) with the correct directions of anodes and cathodes.
③Close the battery cover.Lid the cover with the protuberance of the battery cover aiming at the slot of the handle to recover to its original shape. Turn screw clockwise to tighten.

電池更換標記
Battery replacement mark



在遊戲過程中，電池電量可能會中途消耗完畢。
電池電量不足時，會顯示更換電池標記，此時請更換電池。
如果在電池電量不足的狀態下繼續遊戲，可能會導致存檔損壞或出現誤操作。

During the game, battery power may be exhausted.
When battery power is low, the battery replacement mark will be displayed. Then, please replace the batteries.
If continueing the game in low battery condition, it may lead to game saving damage or incorrect manipulations.

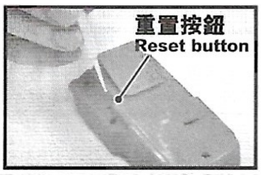
⚠ 注 意！CAUTION！

- 持有產品者請細心閱讀本說明書。
- 勿讓未足齡的小孩玩此產品。
- 本產品含有電池蓋及螺絲等較細小零件，小心勿讓兒童誤放入口，以免引致窒息的可能。
- 電池、電池蓋及螺絲有被誤吞的可能，勿將本產品給予3歲以下幼兒。
- 更換電池時，請找成年人幫忙。
- 誤吞電池異常危險。請小心存放電池在幼兒拿不到的地方。
- 切勿將新舊電池混合使用。切勿將不同種類的電池混合使用。
- 切勿對電池進行短路處理、分解、加熱或棄於火中。
- 切勿使用充電式（鎳鎘等）電池。
- 切勿把非充電式電池充電。
- 當電池用盡時，請必須從玩具中移除或更換。
- 電池應以正確的極性放入。
- 電源端子不得短路。
- 萬一誤吞電池或者電池洩漏的液體濺入眼內時，請立即向醫生諮詢。洩漏的液體沾到皮膚或衣服時請用水清洗。
- 本商品的電子部件中部分使用有磁石，使用心臟起搏器的人士敬請注意。
- 本產品可能與包裝上圖片及插圖所示有少許偏差。
- 請勿將商品胡亂揮動或拍擊。
- 適合 4 歲或以上。
- 需要使用 3 X AAA 電池。(3 X1.5V)（另售）

- Please read the instruction sheet before playing with toy
- Do not give this item to a children who is under the recommended age.
- This product contains small parts such as battery cover and screws that may cause suffocation if swallowed by children.
- Batteries, battery cover & screws may be swallowed by children. Do not pass this product to children below 3 years old.
- While replacing the batteries, please ask a guardian for help.
- Swallowing batteries is extremely dangerous. Please keep batteries away from children.
- Do not mix old and new batteries. Do not mix different kinds of batteries.
- Do not short-circuit the battery, decompose, heat, or dispose of batteries in fire.
- Do not use any rechargeable batteries(Ni-Cd, etc).
- Non-rechargeable batteries are not to be recharged.
- Exhausted batteries are to be removed from the toy.
- Batteries are to be inserted with correct polarity.
- Supply termals are not to be short-circuited.
- If the battery is mis-swallowed or the liquid leaked out from it spatters into eyes, please consult a doctor immediately. Wash away the liquid on the skin or clothes with clean water.
- People using cardiac pacemakers must pay special attentions to the magnets contained in the electronic parts of this product.
- Contents may vary from photos and illustrations shown on the packages.
- Avoid rough use such as knocking the product or swinging it around.
- Ages 4 & up.
- Requires 3 x AAA batteries. (3 X 1.5V) (NOT INCLUDED)

重新開始遊戲 Reset

更換電池後，請務必按一下「重置」。即顯示存檔的確認畫面。
Please make sure to press the button of "RESET" after replacing the batteries. Then the confirmation picture for game saving will displayed.



※繼續遊戲時，選擇 DOWNLOAD。
※從最初開始遊戲時，選擇 RESET。
※用 C、D 按鈕選擇後，按下 E 按鈕執行。
注意：如果選擇 RESET，則會刪除至此為止的所有數據。RESET 時，要慎重考慮是否可以執行此操作。
※請勿用牙籤等尖棒，或自動鉛筆的筆芯等用力按復位開關。有可能導致損壞。

※If continueing the game, please select DOWNLOAD.
※If starting the game from the initial status, please select RESET.
※Press the C or D button for selection, and then press the E button for confirmation.
Note: If selecting RESET, all data from the beginning till then will be deleted. When pressing RESET, please consider carefully whether to carry out this operation.
※Please do not press the Reset Button with force using a toothpick, the tip of a mechanical pencil or other similar sharp thin sticks. Otherwise damages may occur.

註冊同伴 Digimon Register your partner Digimon

播放完片頭後，註冊你的拍檔——同伴 Digimon。同伴 Digimon 可以從 FUSION HEART 軍的 SHOUTMON BLUE FLARE 軍的 GREYMON 的兩種 Digimon 中選擇。遊戲開始後不能變更，因此要慎重選擇。

After playing the opening sequence, register your partner Digimon. Partner Digimon can be selected from SHOUTMON of the FUSION HEART Army or GREYMON of the BLUE FLARE Army. It cannot be changed once the game starts, so please select your partner carefully.

SHOUTMON: 用 C 或 D 按鈕切換選擇可選的同伴 Digimon。決定後，按下 E 按鈕確定。
提示：SHOUTMON 在 DIGI-FUSION 中會變更強。在 DIGI-FUSION 中很難變強，但單純 GREYMON 已經很強。

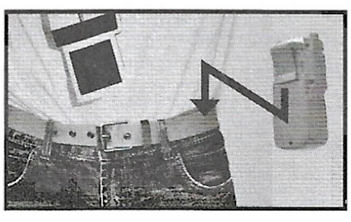
GREYMON

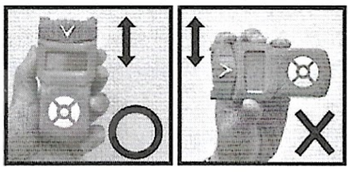
Press the C or D button to switch your selection of partner Digimon available. Press the E button for confirmation after the decision.
Note: SHOUTMON will become stronger in DIGI-FUSION. GREYMON is hard to become stronger in DIGI-FUSION, but GREYMON itself can be stronger.

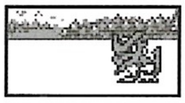
開始遊戲 Start Playing

畫面中出現同伴 Digimon 後，遊戲開始。嘗試行走或晃動 DIGIMON FUSION LOADER，如圖把 DIGIMON FUSION LOADER 夾在腰上。同伴 Digimon 在戰地（FIELD）上行走。遊戲將在同伴 Digimon 的行走中推進。中途出現敵人，則發出警報。按下 E 按鈕開始戰鬥。

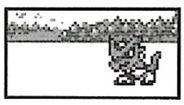
Game is on when your partner Digimon appears in the screen. Walk with or shake the DIGIMON FUSION LOADER, set Digimon Fusion Loader by using clip on the back as shown and your partner Digimon will walk on the Field. The game will propel with the walking of your partner Digimon. Alarm will be raised if enemies appear halfway. Press the E button to start the battle.



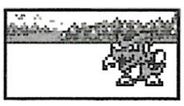




步行待機　在戰地中出現同伴 Digimon
Walking standby
Your partner Digimon will be appeared on the Field.



步行中
Walking



敵人出現
Enemies appear

⚠ WARNING:
CHOKING HAZARD-Small parts. Not for children under 3 years.

警告：窒息危險- 細小部份不適合3歲或以下之兒童。

NOT INTENDED FOR SALES OR DISTRIBUTION IN THE USA, CANADA OR EUROPE.

Colors , style and decorations may vary.

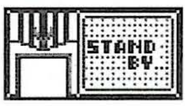
適合 4 歲或以上
Ages 4 & up

Check us out at www.bandai-asia.com

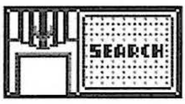
Manufactured by
BANDAI
BANDAI (H.K.) CO., LTD.
28/F, MG Tower, 133 Hoi Bun Road,
Kwun Tong, Kowloon, Hong Kong.

Digimon 重新載入模式
How to reload Digimon with sound

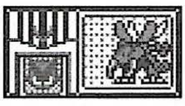
啟動 Digimon，重新載入 Digimon。Digimon 音樂網址：
http://www.bandai-asia.com/digimon
You can reload Digimon by activating Digi-melody. Download Digi-melody at Digimon website http://www.bandai-asia.com/digimon



從步行待機畫面按下B按鈕，即變為 Digimon 重新載入模式。
Press Button B in the walking standby screen to change it into the Reloading Mode of the Digimon.



按下 E 按鈕，切換為「SEARCH」畫面。在 SEARCH 畫面中，有響聲時即可獲得 Digimon 咭片。
Press Button E to switch it to the "SEARCH" screen.
In the SEARCH screen, the Digimon Data Card can be acquired when a sound can be installed properly.



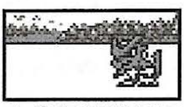
獲得 Digimon 咭片
按下 E 按鈕，返回 standby。建議嘗試重新挑戰。
Acquisition of the Digimon Data Card
Press Button E to return to the standby screen. It is suggested or that the battle should be started once again.

從周圍的響聲重新載入 Digimon 咭片
Reload the Digimon through the sound emitted nearby

將 Digimon 重新載入麥克風對準發出聲音的對象物，切換成 SEARCH 畫面。如果順利重新載入，即可獲得 Digimon 咭片。如果不能順利重新載入時，要再靠近發出聲音的對象物、並試著將音量調大。建議儘量在沒有其他雜音的安靜場所進行。
Aim the Reloading Microphone of the Digimon at the object that emits the sound and switch it to the SEARCH screen. If the reloading is successfully completed, the Digimon Data Card can be acquired consequently. If the reloading operation fails, please move the microphone closer to the object that emits the sound and try to turn up the volume. It is suggested that the reloading operation should be carried out in a quiet place without any disturbance from other noises.

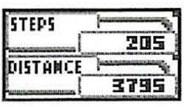
※從發出聲音的對象物到 Digimon 重新載入麥克風之間的距離要盡量接近，越近越好。參考距離為 10cm 以內
※The Reloading Microphone of the Digimon should be placed as close as possible to the object that emits the sound. The recommended distance is no more than 10cm.

關於攻擊資訊
About the attacking information

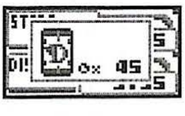


步行待機畫面
Walking Standby Screen

在步行待機畫面中按下 E 按鈕後，即顯示攻擊資訊畫面。
Press the E button in the walking standby screen, then the attacking information screen will be displayed.



STEPS: 至此為止的總步數輸入計數
Counting for total steps so far
DISTANCE: 在當前區域的 BOSS 出現之前的步行輸入計數
Counting for steps before the appearance of the current regional BOSS.

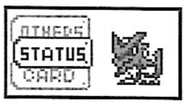


顯示戰鬥能量的剩餘能量
這是與敵人戰鬥時消耗的能量。使用 Digimon 咭片會消耗此能量，必要的能量用完後就無法使用 Digimon 咭片。可以通過戰鬥中出現的戰鬥能量補充 SLOT、OTHER 指令的遊戲增加能量。建議在戰鬥中節約消耗、或者在遊戲中增加。

Display the remaining battle power
This is the power ran out when fighting with the enemies. Using the Digimon Data Cards will run out the power, and Digimon Data Cards cannot be used if necessary power does not exist. The power can be increased by the energy supplement SLOT and OTHER instruction game with the battle power during the battle. Suggestion will be saving the power in the battle or increase it during the game.

關於各種功能指令
Function of each command

按下 A 按鈕後，切換到指令選擇畫面。
Press the A button to switch to the command Selection Screen.



指令選擇畫面
Instruction Selection Screen

請按 C 或 D 按鈕選擇指令。顯示必要的指令後，按 E 確定。
Please press the C or D button to select command. After displaying the necessary instructions, press the E button to confirm.

STATUS 可以看到同伴 Digimon 的狀態
You can see the status of your partner Digimon.

CARD 可以從所持有的 Digimon 咭片中查看該 Digimon 的能力創建 40 張咭片軍團（DECK）也通過該指令
You can see the ability of the Digimon from all the Digimon Data Cards. Creating 40 Cards Legion (DECK) can be carried out through this command.

MAP 可以查看當前出擊中的 Digital World 的位置
You can see your position of Digital World which is locating at the moment.

SYSTEM 可以切換畫面的亮度、聲音的 ON 與 OFF
You can switch the brightness of screen and ON or OFF of the sound.

CONNECT 可以在連線模式下與朋友對戰，交換 Digimon 咭片
You can fight with your friends or Digimon Data Cards in the connect mode with your friends.

OTHERS 可以購買 Digimon 咭片的販賣機、迷你遊戲、戰鬥練習模式等
You can purchase the vending machine, mini game, battle practice mode of the Digimon.

STATUS 指令
STATUS Command

可以查看同伴 Digimon 的資訊
各項目可以按下 C、D 按鈕進行切換。按下 A、B 按鈕，返回到指令選擇
You can see the information of your partner Digimon
You can press the C or D button for selection. Press the A or B button to return to the normal screen.

LEVEL 同伴 Digimon 的等級。在戰鬥中獲勝，不斷提升等級。等級提升後，所有的基礎能力都會提升
Level of your partner Digimon. Win the battle to level up constantly. After the level up, all basic abilities will be raised.

ATTACK 攻擊力的基本值。攻擊時給予敵人的傷害量。
Basic value of Attack. Damage power to the enemies when attacking.

DEFENSE 防禦力的基本值。受到敵人攻擊時會減少，如變為 0，則戰鬥失敗。
Basic value of Defense. It will decrease when attacked by the enemies. If it decreases to zero, then you fail the battle.

SPEED 敏捷的基本值。如果高於對方的 SPEED 值，則可以減少對方攻擊所造成的傷害或者可以先進行攻擊
Basic value of Speed. If your value of Speed is higher than that of the opponent, then damage caused by the opponent's attack can be reduced or you can attack in advance.

TYPE 同伴 Digimon 的基本屬性。
Basic attribute of your partner Digimon.

在顯示各項目的過程中，按下 E 按鈕，可進行 DIGI-FUSION。
但是，如果沒有 DIGI-FUSION 對象的 Digimon 咭片，則不能進行 DIGI-FUSION 顯示。進行 DIGI-FUSION 後，將顯示進行了 DIGI-FUSION 的同伴 Digimon 的 STATUS。按下 A、B 按鈕，解除 DIGI-FUSION，返回原來的 Digimon。
DIGI-FUSION can be carried out if pressing the E button during the display of each item. However, DIGI-FUSION display won't be carried out without the Digimon Data Card of the DIGI-FUSION object. After DIGI-FUSION, the STATUS of your partner Digimon of the DIGI-FUSION will be displayed. Press the A and B button to relieve the DIGI-FUSION and reverse back to the original Digimon.

DIGI-FUSION 對象有兩個以上時，可以用 C、D 按鈕選擇進行 DIGI-FUSION 的對象。
When there are more than two DIGI-FUSION objects, you can press the C or D button to select the object for DIGI-FUSION.

CARD 指令
CARD Command

咭片指令還可以用 C、D 按鈕選擇三個指令 LIST、DECK 或 ENEMY。按下 E 按鈕確定後顯示。
In CARD command, you can press the C or D button to select three commands, LIST, DECK and ENEMY. It will display after pressing the E button to confirm.

LIST 按照咭片編號的順序顯示所持有的 Digimon 咭片。用 C、D 按鈕選擇後，按下 E 按鈕。確定後，將顯示該 Digimon 的資訊。
Display all the Digimon Data Cards in the sequence of the Card numbers. Press the C or D for selection, and then press the E button to confirm. The information of the Digimon will be displayed.

EFFECT 戰鬥中將相應 Digimon 咭片，用於同伴 Digimon、實體化的 Digimon 時的效果
In the battle, take the corresponding Digimon Data Cards for the effect of partner Digimon and substantiated Digimon.

AP+00 AP＋：提升攻擊力　在相應 Digimon 的攻擊力基礎上加上該數值
Increase Attack　Add the value on the basis of Attack of corresponding Digimon

DP+00 **DP＋：提高防禦力　在相應 Digimon 的防禦力基礎上加上該數值**
Increase Defence　Add the value on the basis of Defense of corresponding Digimon

SP+00 **SP＋：提高 SPEED 值　在相應 Digimon 的 SPEED 值基礎上加上該數值**
Increase SPEED value　Add the value on the basis of SPEED value of corresponding Digimon

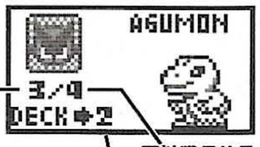
屬性變化　將相應 Digimon 的屬性變為指定的屬性
Attribute change　Change the attribute of corresponding Digimon to the specified attribute

戰鬥能量的使用量
Usage amount of the battle power

將該 Digimon 咭片在戰鬥中實體化時消耗的戰鬥能量
Battle power ran out during the substantiation in the battle of the Digimon Data Cards.

咭片資訊
Card information

持有該 Digimon 咭片的張數、裝入 DECK 中的張數
Numbers of Digimon Data Cards held and loaded into DECK.



當前的獲得數量
Current numbers of acquired card

可以獲得的最大數量
Maximum numbers of acquired card

當前裝入 DECK 中的張數
Numbers of card loaded into DECK

裝入 DECK 中的張數每種 Digimon 各不相同。即使可以獲得，
Even though you can acquire the card, if the number exceed the loaded number into DECK, the card cannot be loaded.

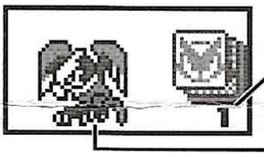
各項目的顯示過程中按下 E 按鈕後，可以進行 DIGI-FUSION。但是，沒有進行 DIGI-FUSION 的對手的 Digimon 咭片時，不能顯示 DIGI-FUSION。
如果進行 DIGI-FUSION，將會顯示 DIGI-FUSION 後的 Digimon 咭片的資訊。

DIGI-FUSION can be carried out if pressing the E button when displaying each item. However, DIGI-FUSION display won't be carried out without the Digimon Data Card of the DIGI-FUSION object. If DIGI-FUSION is carried out, the information of Digimon Data Cards after DIGI-FUSION will be displayed.

進行 DIGI-FUSION 的對手有兩個以上時，可以用 C、D 按鈕選擇 DIGI-FUSION 的對手。
When there are more than two DIGI-FUSION objects, you can press the C or D button to select the opponent for DIGI-FUSION.

DECK

可以確認、變更戰鬥中使用的 Digimon 咭片的 DECK。
You can confirm and change the DECK for the Digimon Data Cards used in the battle.



DECK 的張數
Numbers of Card loaded into the DECK

該咭片的 Digimon
Digimon of the Card

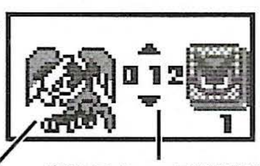
以 C、D 按鈕選擇 Digimon 咭片。
在 DECK 中包括相同的 Digimon 時，將重複顯示該 Digimon 咭片中包含的張數。
Press the C or D button to select the Digimon Data Card. When the DECK contains the same Digimon, the numbers of card included by the Digimon will be displayed repeatedly.

變更 Digimon 咭片時，在顯示系統變更的 Digimon 咭片後，按下 E 按鈕。
When changing the Digimon Data Card, press the E button after displaying the changing Digimon Data Card in the system.

選擇是否可以用 C、D 按鈕進行變更後，按下 E 按鈕確定。
Select whether to change by pressing the C or D button, and then press the E button to confirm.

選擇 YES 後，進入追加的 Digimon 咭片的選擇畫面。
After selecting YES, you will enter the selection screen for additional Digimon Data Cards.

所選 Digimon 咭片的 Digimon
Digimon of the selected Digimon Data Card



所選 Digimon 咭片的編號
Number of the selected Digimon

關於可選擇的 Digimon，將顯示當前 DECK 中不包括的、可獲取的 Digimon，而且數量不超過 DECK 的容量。
As for the selectable Digimon, it will display the Digimon that can be acquired but not included in the current DECK. And the numbers should not exceed the DECK capacity.

按鈕 Button C、D →選擇所選的 Digimon 咭片 Select the selected Digimon Data Card
按鈕 Button A →顯示所選 Digimon 咭片的咭片資訊 Display the information of the selected Digimon Data Card
按鈕 Button E →確定選擇所選的 Digimon 咭片 Confirm the selected Digimon Data Card
按鈕 Button B →中止變更 Digimon 咭片（原 Digimon 咭片將返回 DECK）Stop changing the selected Digimon Data Card (the original Digimon Card will return to DECK)

按下 E 按鈕確定後，將追加至 DECK。
After pressing the E button to confirm, it is added to DECK.

DECK 編輯的提示

- 建議將同伴 Digimon 與可以進行 DIGI-FUSION 的 Digimon 優先放入 DECK →同伴 Digimon 進行 DIGI-FUSION 後，會變得更強
- 確認 Digimon 咭片的 EFFECT。通過能力強化，Digimon 的戰鬥會更加有利
- Digimon 咭片的 Digimon 中部分可通過特定的 Digimon 咭片進行 DIGI-FUSION。建議預先通過 LIST 查看是否有可以進行 DIGI-FUSION 的 Digimon。

Notice for DECK editing

- It is suggested that partner Digimon Data Card be put into DECK prior with the Digimon Data Card that can perform DIGI-FUSION. →It will become stronger after performing DIGI-FUSION with partner Digimon Data Card.
- Confirm the EFFECT of the Digimon Data Card. It will become more favorable for the Digimon battle by strengthening the ability.
- Some of the Digimon of the Digimon Data Card can perform DIGI-FUSION through the specified Digimon Data Card. It is suggested to check whether there are Digimon that can perform DIGI-FUSION by LIST.

問號咭片
戰鬥過程中，有時 Digimon 咭片會消失。消失後，將插入問號咭片來代替消失的 Digimon 咭片。如果置之不理，在下一次戰鬥時，該問號咭片的存在會影響戰鬥咭片的選擇。建議應儘快換走問號咭片。

Question Mark Card
During the battle, sometimes the Digimon Data Card will disappear. After disappearance, please insert the Question Mark Card to replace the disappeared Digimon Data Card. If you ignore it, in the next battle, the existence of the Question Mark Card will have an influence on the selection of the battle cards. It is suggested to take away the Question Mark Card.

ENEMY

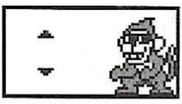
顯示敵人的 LEADER 或者區域 BOSS 的 Digimon。
此功能在戰鬥中出現時才會有顯示，遊戲開始時不會作出任何顯示。

It will display the LEADER of the enemy or the Digimon of the regional BOSS. The function is only displayed after it appears in the battle and it won't be displayed at the beginning of the game.

用 C、D 按鈕選擇 LEADER 或 BOSS 後，按下 E 按鈕確定。
Press C or D button to select LEADER or BOSS, and then press the E button to confirm.

LEADER：敵方 Digimon 軍團的指揮官 Digimon
Digimon of the commanding officer in the opponent Digimon Legion

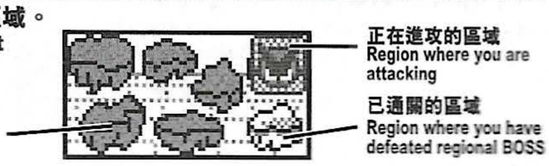
BOSS ：區域最後出現的敵方 Digimon 軍團的指揮官。將其打敗後可通關
The last regional commanding officer in the opponent Digimon Legion. You will win the round of the game if defeating it.



C、D 按鈕→選擇所選 Digimon 咭片
按下 E 按鈕確定後，顯示敵方 Digimon 的資訊。
C, D button→ Select the selected Digimon Data Card
After pressing the E button, it will display the information of the opponent Digimon

MAP 指令
MAP Command

可確認當前正在進攻的區域。
You can confirm the current attacking region.


未通關的區域
Region where you have never won the round of the game
正在進攻的區域
Region where you are attacking
已通關的區域
Region where you have defeated regional BOSS

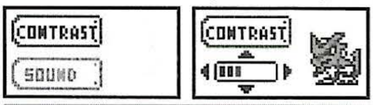
SYSTEM 指令
SYSTEM Command

可以調整對比度、聲音的 ON 與 OFF。
用 C、D 按鈕選擇 CONTRAST 或 SOUND 後，按下 E 按鈕確定。

You can adjust the contrast of screen and the ON or OFF of the sound. Press the C or D button to select CONTRAST or SOUND, and then press the E button to confirm.

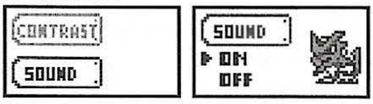
CONTRAST

調整畫面的亮度。按下 E 按鈕確定後，用 A、B 按鈕進行調整。
To adjust the brightness of the screen, press the A or B button to select, and then press the E button to confirm.



SOUND

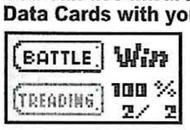
選擇聲音的 ON 或 OFF。按下 E 按鈕確定後，用 C、D 按鈕選擇 YES、NO。



To select ON or OFF of the sound, press the button C or D to select YES or NO, and press the button E to confirm.

CONNECT 指令
CONNECT Command

可以使用紅外線連線，與朋友進行對戰或交換 Digimon 咭片。
You can use infrared for connection to carry out counter battle or trade Digimon Data Cards with your friends.



用 C、D 按鈕選擇 BATTLE 或 TRADING 後，按下 E 按鈕確定。選擇 BATTLE 期間，根據連線對戰的以往勝負顯示勝利次數與勝率。

Press the C or D button to select BATTLE or TRADING, and then press the E button to confirm. During selecting BATTLE, number of victories and the winning percentage will be displayed in accordance with the previous results of connecting battle.

BATTLE

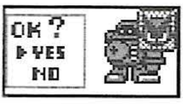
在連線對戰中，從 DECK 中選擇 3 張咭片，所選咭片的 Digimon 與同伴 Digimon 將與對手的 Digimon 進行對戰。

During the connecting battle, select three cards from the DECK. The selected Digimon will fight with the component's Digimon with the partner Digimon.

1 **從 DECK 中選擇 3 隻用於對戰的 Digimon。**
Please select three Digimon for fight from DECK.

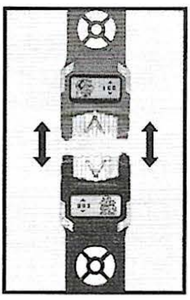
用 C、D 按鈕選擇 Digimon，按下 E 按鈕確定。
Press the C or D button to select the Digimon.
Press the E button to confirm.

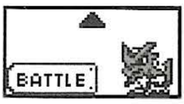
已確定的 Digimon 會顯示咭片圖案
對顯示咭片圖案的 Digimon 再次按下 E 按鈕，將會解除確定。
The confirmed Digimon will display the pictures of Card.
For the Digimon which display the pictures of Cards, press the E button again to relieve the confirmation.



確定第 3 隻 Digimon，選擇 YES 後，將進行連線準備。
選擇 NO，則解除確定的第 3 隻 Digimon 的選擇。
After selecting YES to confirm the third Digimon, please prepare for connection. If selecting NO, it will relieve the confirmation to select the third Digimon.

2 連線準備
Connection Preparation





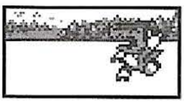
雙方均顯示連線準備的提示後，對準機器設置，按下任何一方的 E 按鈕，將開始連線。成功連線後開始對戰。
After both sides are ready to connect, you and your friend should connect each Digimon Fusion Loader as shown. Press the E button of any side to start battle.

連線成功，螢幕上會顯示 OK。
If connection success, OK will be displayed in screen.

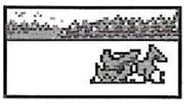
連線失敗：按下 E 按鈕返回連線準備。請再次和對方確認對準機器設置連線。
If connection fails, press the E button to return to connection preparation. Please try again after you and your friend make sure the position of infrared parts aiming at each other.

3 顯示對戰
Display Battle

先由雙方選擇的 Digimon 進行戰鬥，最後由同伴 Digimon 進行戰鬥。
同伴 Digimon 最後勝出的一方獲得勝利。
Firstly, the Digimon selected by both sides will fight, and then the partner Digimon will fight. The partner Digimon that wins the battle achieves victory, the other should lose.



勝利
Win



失敗
Lose

TRADING

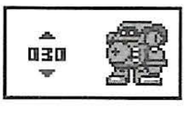
可以從一台 DIGIMON FUSION LOADER 向另一台的 DIGIMON FUSION LOADER 發送 Digimon 咭片。
Digimon Data Cards can be sent from one DIGIMON FUSION LOADER to another DIGIMON FUSION LOADER.

選擇發送或者接收的 Digimon 咭片。
Select the Digimon Data Card to be sent or received.

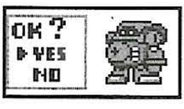
用 C、D 按鈕選擇 SEND 或者 RECEIVE 後，按下 E 按鈕確定。
Press the C or D button to select SEND or RECEIVE, and then press the E button to confirm.

選擇 SEND
When selecting SEND

選擇向對方發送的 Digimon 咭片。不能選擇 DECK 內的咭片。可以選擇 DECK 中不包括的 Digimon 咭片。因此，DECK 以外無多餘的 Digimon 咭片時，不能選擇確定 SEND。
Please select the Digimon Data Cards sending to the opposite side. You cannot select the Cards in the DECK. You can select the Digimon Cards excluded in the DECK. Therefore, you cannot select and confirm SEND if there are no redundant Digimon out of the DECK.



用 C、D 按鈕選擇 Digimon 咭片。
此時，可使用 A 按鈕確認該 Digimon 咭片的資訊。
Press the C or D button to select the Digimon Data Card. Now you can press the A button to confirm the information of Digimon Card.

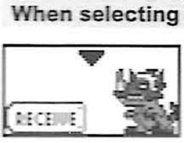


按下 E 按鈕確定，選擇 YES 後，將開始連線準備。
選擇 NO 後，將會重新進行 Digimon 咭片的選擇。
Press the E button to confirm. After selecting YES, it will be ready to start connection. After pressing NO, it will turn to the selection of Digimon Data Card.

與你的朋友連線吧。要把 Digimon 咭片送出給你朋友，請按下 E 按鈕確定。
Connect your DIGIMON FUSION LOADER with your friends, sending your card to your friend, then press button E to start.

註：若把 Digimon 咭片送出，咭片會從名單上消失。
Note: The card will disappear from your list after sending out to the other.

選擇 RECEIVE 時
When selecting RECEIVE



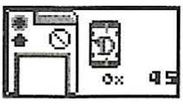
參照片 SEND 的說明，選擇 RECEIVE 和其他 DIGIMON FUSION LOADER 連線再接受咭片。
Refer to the instruction of SEND, selecting RECEIVE and connect with another DIGIMON FUSION LOADER to receive the card from your friend.

OTHERS 指令
OTHERS Command

在 OTHERS 中可以選擇下述 3 個指令。用 C、D 按鈕選擇後，按下 E 按鈕執行。
You can select the following three commands from OTHERS. Press the C or D button to select, and then press the E button to execute.

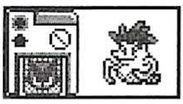
SHOP

可以使用戰鬥能量購買 Digimon 咭片。
You can purchase the Digimon Data Cards with battle power from vending machine.



顯示咭片販賣機與戰鬥能量的剩餘量。
按下 E 按鈕確定，可以通過用戰鬥能量交換來獲取 Digimon 咭片。獲取 1 張咭片，需要 5 個戰鬥能量。

It can display the remaining number of Card Vending Machine and battle power. Press the E button to confirm and you can acquire the Digimon Data Card by exchanging battle power. 5 battle powers are required to acquire on 1 Card.



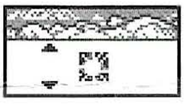
按下 E 按鈕後，將再次進入購買狀態。
Press the E button to enter the vending status again.

PRACTICE

與敵人的 LEADER Digimon 或者 BOSS Digimon 進行戰鬥後，會記錄該 LEADER Digimon 或者 BOSS Digimon 的資訊，之後可在 PRACTCE 中選擇。選擇確定後，可與該 Digimon 率領的 Digimon 軍團進行對戰練習。
After fighting with the LEADER Digimon of the enemy or the BOSS Digimon, the information of the LEADER Digimon or the BOSS Digimon will be recorded. It can be selected later in PRACTCE, then you can carry out battle practice with the Digimon.

1・選擇對手的 Digimon。用 C、D 按鈕選擇 LEADER 或 BOSS 後，按下 E 按鈕後確定。
Select the Digimon of the opponent. Press the C or D button to select LEADER or BOSS, and then press the E button for confirmation.

2・選擇作為敵方指揮官的 Digimon。可選擇以往在普通戰鬥中出現的敵人。用 C、D 按鈕選擇，按下 E 按鈕確定。
Select the Digimon of the commanding officer of the enemy. You can select the enemy in the previous battle. Press the C or D button to select and press the E button to confirm.



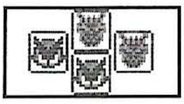
3・選擇戰地。從 8 個不同屬性的戰地中選擇。用 C、D 按鈕選擇，按下 E 按鈕確定。
Select the Field. Select from eight Fields with different attributes. Press the C or D button to select and press the E button to confirm.

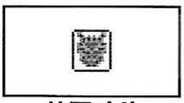
4・將開始作戰。
The battle will start.

GAME

這是使用咭片進行的快按遊戲。根據獲取的分數，可增加戰鬥能量或者減少餘下的距離。
This is a fast pressing game using cards. In accordance with the acquiring scores, you can increase the battle power or reduce the remaining distance in current region.

遊戲玩法：畫面會顯示敵軍的咭片與同伴 Digimon 軍的咭片，按下對應敵軍咭片出現位置的 A、B、C、D 按鈕，使之消失。
Playing methods: The screen will display the cards of both the enemy and partner Digimon Legion Press the A, B, C or D button of the corresponding cards of the enemy to make them disappear.





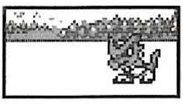
敵軍咭片
Cards of the enemy

同伴 Digimon 軍的咭片
Cards of the partner Digimon Legion

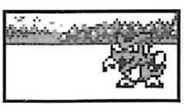
可以根據得分獲取戰鬥能量和縮小距離。
You can acquire the battle power and reduce distance in accordance with scores.

如何玩遊戲
How to play

1・戰鬥開始
Battle start



通過步行檢測開關，使同伴 Digimon 開始移動，警報響起。警警報是戰地出現敵人的信號。
按下 E 按鈕，開始戰鬥。



Start to move your Digimon through the walking detector switch. The alarm then rings out, which is a warning signal that the enemy has appeared in the battle field. Press down Button E to start the battle.

※緊急回避：此時按下 B 按鈕，可以避開戰鬥逃跑。只是距離會增加。
※Emergency escape: Press Button B at this time to escape from the battle and flee away. Only the distance will be increased as penalty.

敵軍

敵軍以下列兩種模式出現

●僅有 3 隻敵方 Digimon 的偵察軍團，將 3 隻敵方 Digimon 全部消滅即獲得勝利。

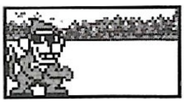
●3 隻敵方 Digimon 和指揮官的軍團，有指揮官時，還會出現別的 Digimon。而且，Digimon 的力量會增加，指揮官也會進行猛烈的攻擊。將指揮官打倒即可獲勝。

Enemy

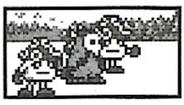
The enemy appear in the following 2 modes:

●The scout army group containing only 3 Digimon of the enemy. The battle can be won by wiping out all these 3 Digimon.

●The army group containing a commander and 3 Digimon of the enemy. Other Digimon will also appear with the existence of the commander. In addition, the strength of the Digimon will be increased in this mode and the commander will also join in the fierce attack. The battle can be won by striking down the commander.



指揮官的出現
Appearance of the enemy commander



敵軍團的出現
Appearance of the enemy's army

2・戰鬥順序 Battle sequence

戰鬥按以下順序進行，一圈後回到最初。這一圈叫一個回合。這個過程會持續直至所有敵方或自己的 DIGIMON 戰勝。

The battle is started according to the following sequence. It goes back to the first step again once the last one is finished to form a loop. And each loop is called one round. It continues until you defeat all enemy Digimon or all your Digimon defeateded.

戰鬥準備
Battle preparation
↓
Digimon 軍團的進攻
Attack of the Digimon legion
↗
同伴 Digimon 的進攻
Attack of your partner Digimon
↓
判定戰鬥結果
Judgment of the battle result

3・戰鬥準備 Battle preparation

從 Digimon 咭片 DECK 出卡至戰地時，戰地上的 Digimon 的力量提升將重置。

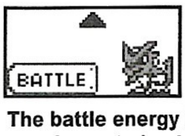
When Digimon Data Cards are distributed from DECK to the battle field, the increased strength of Digimon in the battle field is reset consequently.

1 從 DECK 分配 Digimon 咭片
Distribute Digimon Data Cards from DECK

從洗牌後的 DECK 中分配為該回合可用的 Digimon 咭片，作為手牌最多 6 張。分配的數量，手牌設定為 6 張。

Not more than 6 Digimon Data Cards that can be used in your hand are distributed from DECK after the cards are shuffled. The maximum card number of the hand for the distribution is set as 6.

2 戰鬥能量補充 SLOT
Battle Energy Supplement SLOT



在戰鬥過程中，戰鬥能量不斷被消耗。每個回合只能進行一次能量恢復，戰鬥能量補充 SLOT 由 3 個小骰子。按下 E 按鈕，可以依次停止小骰子得出的數值為補充的戰鬥能量。

The battle energy is constantly consumed in the fighting process which can be supplemented only once in each round. Battle Energy Supplement SLOT contains 3 small dices which can be stopped successively by pressing Button E.
The obtained value shows the battle energy that can be supplemented.

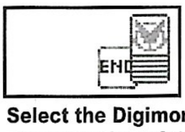
3 選擇戰地中出現（實體化）的 Digimon
Select the Digimon (hypostatized) that appear in the battle field

確認手牌中的 Digimon 咭片，選擇要實體化的 Digimon。

Confirm the Digimon Data Cards in the hand and select Digimon to be hypostatized.

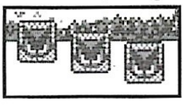
用 C、D 按鈕，可依次確認 Digimon 咭片。
按下 A 按鈕，可以確認咭片資訊。
按下 E 按鈕，確定實體化。（這選擇也將會消耗戰鬥能量）

The Digimon Data Cards can be confirmed in turn with Button C and Button D.
The card information can be confirmed by pressing Button A.
The hypostatization can be confirmed by pressing Button E (This selecting action also consumes the battle energy).



用 C、D 按鈕選擇 Digimon 咭片，最後一定會有一張 END 卡。在 END 卡中，按下 E 按鈕，結束 Digimon 咭片的選擇及 Digimon 的實體化。當然，也可以不對任何 Digimon 進行實體化。

Select the Digimon Data Card using Button C and Button D. END will appear at last.
The selection of the Digimon Data Cards and the hypostatization of the Digimon can be terminated by pressing Button E when END appears.
Of course, the game can go on without hypostatizing any of the Digimon.

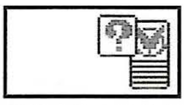


確定實體化的 Digimon 咭片後，選擇在戰地中出現的地點。用 C、D 按鈕選擇 3 個中的任一個，按下 E 按鈕確定。已有 Digimon 實體化的位置會顯示相應的 Digimon，但該位置也可選。如果選擇該位置，則原有的 Digimon 會返回 DECK，變回咭片。

Select the standing spot in the battle field after the Digimon Data Card of hypostatization is confirmed. Select anyone out of the 3 using Button C and Button D, then press Button E to confirm. The Digimon appears at the corresponding position with the hypostatization of Digimon. And such positon is also selectable. If a position is selected, the existed Digimon returns back to DECK and changes back into the card.

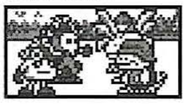
位置選擇提示 — 軍團中的 Digimon 會優先攻擊其對面的對手，如果對面沒有敵人，則向其他位置的敵人進攻。在軍團中沒有配置實體化 Digimon 的位置，如果對應的位置有對方的 Digimon 時，則對方可攻擊同伴 Digimon，我方可攻擊敵方指揮官。

Tips on the position selection — A Digimon in the legion selects the opponent in front of it as its first target to attack. If no enemy stands in front of it, then it choose to attack the enemy in some other position. If a position inside the legion without a hypostatized Digimon is occupied by a Digimon of the enemy, Then the enemy can attack your partner Digimon and you can attack the commander of the enemy.



注意 ~ 問號咭片 — 問號咭片是以往戰鬥中從 DECK 刪除 Digimon 咭片時自動產生的咭片。分配 Digimon 咭片時會一起分配，但這不是 Digimon 咭片，顯示到問號咭片時，咭片會消失。因此實際上手牌相當於少了問號咭片數量的咭片，對戰鬥不利。戰鬥結束後，有必要從咭片指令的 DECK 中將問號咭片替換成其他的 Digimon。

Attention ~ The Question Mark Card — The Question Mark Card was automatically generated when a Digimon Data Card was deleted in a previous battle. It is distributed together with the Digimon Data Cards. But if it is not a Digimon Data Card, the Question Mark Card will disappear after it is displayed. Therefore, the disappearance of the Question Mark Card decreases the actual quantity of the cards, which is a disadvantage for winning the battle. After the battle is finished, it is necessary to replace the Question Mark Card in DECK with some other Digimon Data Card.



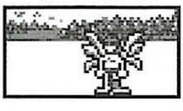
戰鬥準備結束。
畫面顯示敵軍團、同伴軍團的 Digimon，開始戰鬥。

The battle preparation complete.
The Digimon of both enemy's army and your legion are then displayed and the battle will start.

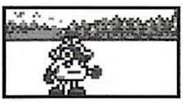
4 Digimon 軍團的戰鬥
Battle of the Digimon legion

戰鬥針對每一處 Digimon 實體化的位置逐一開展。各位置的 Digimon 各進行一次攻擊，然後進行結果判定。根據攻擊方的 AP 與被攻擊方的 DP 值的差進行判定，DP 變成 0 時，實體化消失。受到巨大攻擊力作出的攻擊時，會發生解除實體化及刪除咭片的情況。

Each position with a hypostatized Digimon is then involved in the battle one by one. The Digimon of each position attacks once separately and the result is then judged. The judgement is made upon the difference between AP of the attacker and DP of the defender. When DP becomes 0, the hypostatization disappears.
The hypostatization may disappear and the card may be deleted if the attacking force is tremendous.



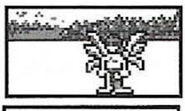
同伴 Digimon 軍的 Digimon 顯示於畫面右側。
The partner Digimon of your legion are displayed in the right side of the screen.



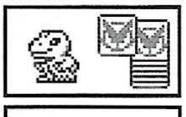
敵軍團的 Digimon 顯示於畫面左側。
The Digimon of the enemy are displayed in the left side of the screen.

重要！！建議實施暫停（INTERRUPT）。臨時介入戰鬥，對 Digimon 進行力量提升的操作叫做暫停。這個操作對取得勝利至關重要。

Important!! The INTERRUPT function is recommended to be used. It temporarily intervenes in the battle in order to increase the strength of the Digimons, which is called "INTERRUPT". This operation is essential to the final victory.

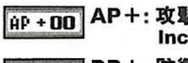


畫面顯示同伴軍團的 Digimon 時，連續按下 E 按鈕連擊。
When the partner Digimon of your legion are displayed in the screen, Press Button E continually.



輸入成功時，返回餘下手牌的選擇畫面。（選擇暫停）
When the input is successful, the selection screen of the cards left in the hand will be displayed (select "INTERRUPT").

同時顯示該手牌的 EFFECT 內容。只能選擇一張卡。
The EFFECT contents of this card in the hand is displayed simultaneously. Only 1 card can be seleted.



AP＋: 攻擊力增加
Increase attacking force

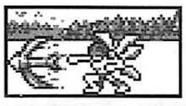
SP＋: 速度值增加
Increase speed value

DP＋: 防禦力增加
Increase defending force

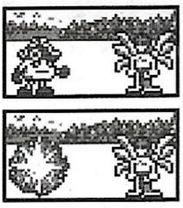
屬性變化
Attribute change

DIGI-FUSION
使用 DIGI-FUSION，戰地中的 Digimon 變得更強大。
The Digimon in the battle field become more powerful when DIGI-FUSION is used.

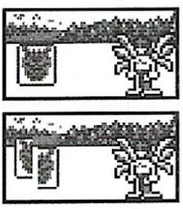
選擇 END 卡把暫停結束，攻擊開始。
Select the END to terminate INTERRUPT function and the attack starts again.



雙方進行攻擊。
The attacks are carried out by both sides.



攻擊結束後，進行戰鬥判定。
DP 變為 0 的 Digimon 解除實體化，變回 Digimon 咭片。
The battle result is judged after the attacks are finished.
The hypostatization of the Digimon with DP value of 0 will disappear and it is changed back into a Digimon Data Card.



Digimon 咭片的消失
Disappearance of the Digimon Card
實體化被解除時，其咭片會破碎。此時，該咭片消失，從 DECK 中刪除，變為問號咭片。
When a hypostatization disappears, its card will be broken. At this time, the card disappears and is deleted from DECK. Then it becomes a Question Mark Card.

注意：戰鬥中，不顯示雙方的防禦力。要想切實擊倒對方，可儘量通過暫停增加攻擊力或速度。
Attention: The defending forces of both sides are not displayed in the battle. Try to use the INTERRUPT function to increase the attacking force and the speed in order to finally defeat your opponent.

5 同伴 Digimon 的戰鬥
Battle of your partner Digimon

在同伴 Digimon 的戰鬥中，開始戰鬥前，可通過指令選擇，強化用作手牌的 Digimon。有 DIGI-FUSION、ATTACK，EFFECT 三個指令，選擇其中的一個。
In the battle of your partner Digimon command selection can be used before the battle is started to strengthen your Digimon.
Select one of the follwoing 3 instructions: DIGI-FUSION, ATTACK, EFFECT.

DIGI-FUSION

DIGI-FUSION 指令
DIGI-FUSION Command

手牌或戰地上沒有能夠與同伴 Digimon 進行 DIGI-FUSION 的 Digimon 時，無法執行指令。能夠 DIGI-FUSION 的 Digimon 為複數時，可以同時選擇，但如果同時選擇不成立，則 DIGI-FUSION 失敗。另外，同伴 Digimon 的 DIGI-FUSION 在戰鬥準備時消耗特定的戰鬥能量，在下一個回合中也維持 DIGI-FUSION 狀態。
This instruction can not be executed if there is no Digimon in the cards or in the battle field that can carry out DIGI-FUSION with one of your partner Digimon.
If the number of Digimon that can carry out DIGI-FUSION is plural, so they can be selected simultaneously. If the simultaneous selection is not successful, then DIGI-FUSION fails. In addition, your partner Digimon with DIGI-FUSION in the battle preparation stage consumes specific battle energy, And the DIGI-FUSION state remains to the next round.

ATTACK

不通過 Digimon 咭片進行力量提升，直接進行攻擊。
Carry out the attack directly without increasing the strength by using the Digimon Data Card.

EFFECT

使用手牌或戰地中的 Digimon 的 EFFECT 能力，強化同伴 Digimon。與 Digimon 軍團實施暫停時不同，可以同時對多隻 Digimon 使用。
Use the EFFECT capabilities of the Digimon in the cards or in the battle field to strengthen your partner Digimon. This command can be applied simultaneously to several Digimon, which is different from the application of INTERRUPT to the Digimon legion.

1．同伴 Digimon 的攻擊實施攻擊時
1. Attack of your partner Digimon

可以選擇 3 個攻擊目標。用 C、D 按鈕來選擇，按下 E 按鈕確定。
There are 3 different targets can be selected to carry out the attack. Use Button C and D to select and press Button E to confirm.

●敵方指揮官 Commander of the enemy
直接攻擊指揮官。敵方指揮官的防禦力變為 0，戰鬥取得勝利。
Attack the commander directly. When its defending force becomes 0, then you win the battle.

●Digimon 軍團中的 1 隻 1 of the Digimon legion
只對戰地中的 1 隻 Digimon 進行攻擊。不會受到 Digimon 軍團的攻擊。
Only 1 Digimon in the battle field is attacked. It is freed from being attacked by the Digimon legion.

●Digimon 軍團全體 All members of the Digimon legion
對戰地中除指揮官以外的 Digimon 進行攻擊。因分散攻擊，攻擊力會變弱。不會受到 Digimon 軍團的攻擊。
All Digimon in the battle field except the commander are attacked. The attacking force is weakened because of the expanded attacking scope. It is freed from being attacked by the Digimon legion.

同伴 Digimon 攻擊時，也是敵方指揮官攻擊的時機。
敵方指揮官和同伴 Digimon 一樣，可選擇攻擊目標。
同伴 Digimon 防禦力變為 0 時，戰鬥告負。
The commander of the enemy has its oppotunity to fight back just when your partner Digimon carries out the attack.
And just like your partner Digimon, the commander of the enemy can select its attacking target. You will lose the battle when the defending force of your partner Digimon becomes 0.

2・攻擊的判定
攻擊的結果，敵方指揮官防禦力變成 0 時，取得勝利，戰鬥結束。

2. Judgement of the attacking result
The attacking result is then judged: When the defending force of the commander of the enemy becomes 0, the battle is ended and you win.

●對敵方指揮官的攻擊　Attack carried out against the commander of the enemy
攻擊的結果，敵方指揮官防禦力變為 0 時，戰鬥取得勝利。
The attacking result is then judged: When the defending force of the commander of the enemy becomes 0, you win the battle.

●Digimon 軍團中的一隻　1 of the Digimon legion
一隻的防禦力變成 0 時，這隻 Digimon 在戰地變回咭片。
A Digimon changes back into a card in the battle field when its defending force becomes 0.

●Digimon 軍團全體　All members of the Digimon legion
戰地中的 Digimon 軍團中防禦力變為 0 的 Digimon 在戰地變回咭片。
All the Digimon in the battle field change back into the cards when the defending force of the legion becomes 0.

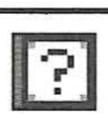
6 判定戰鬥結果
Judgement of the battle result

敵方指揮官防禦力變成 0，或者同伴 Digimon 的防禦力變為 0 時，戰鬥結束。戰鬥沒有結束時，開始下一個回合。
When the defending force of the enemy's commander or your partner Digimon become 0, the battle is ended. Start the next round until the battle is ended.

7 戰鬥提示
Tips for the battle

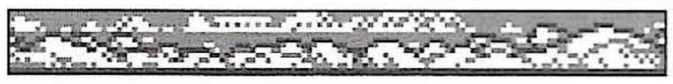
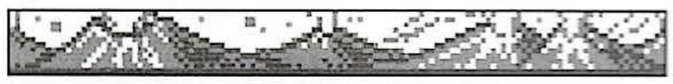
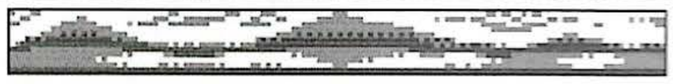
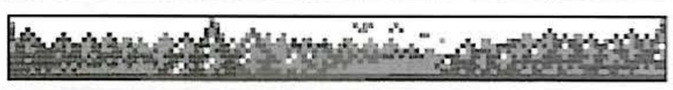
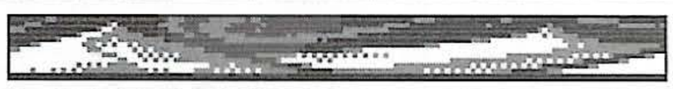
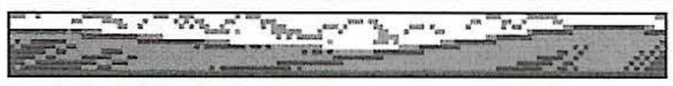
關於 Digimon 咭片或進行戰鬥的便利提示。
Digimon 的屬性
Digimon 的資訊中一定設有屬性。屬性全部以標記顯示，設有擅長和不擅長的屬性。面對可用擅長屬性相克的對手，
攻擊力會提升，如果對手屬性是自己不擅長的屬性則相反。但是，同伴 Digimon 或部分敵方指揮官的 Digimon 則沒有屬性。
在不具備屬性的情況下不存在擅長和不擅長，通過 EFFECT 可賦予屬性。

Facilitating tips about the Digimon Data Cards or the battle.
Attribute of the Digimon
The attribute of the Digimon is set in its information.
All the attributes are shown as marks which shows adept ones and not-adept ones. The attacking force is increased if the opponent's attribute is adept and vise versa.
However, your partner Digimon or part of the Digimon that belong to the commander of the enemy do not have attributes.
There are no things they are adept / not adept at when they have no attributes. The attribute can be given through EFFECT.

標記 Mark	屬性名稱 Attribute Name	擅長的屬性 Adept attribute	不擅長的屬性 Not-adept Attribute
	光 Light		
	暗 Darkness		
	火 Fire		
	水 Water		
	草 Grass		
	土 Earth		
	風 Wind		
	機械 Machinery		
	無 None		

戰地屬性
正在進攻的區域也有屬性，如果具有同等屬性的 Digimon 在戰地中則變得稍微有利。

Attribute of the battle field
The region where the battle is being carried out also has its own attribute. The Digimon with the same attribute can slightly take some advantage of this in the battle field.

屬性名稱 Attribute Name	戰地的背景 Background of the battle field
光 Light	
暗 Darkness	
火 Fire	
水 Water	
草 Grass	
土 Earth	
風 Wind	
機械 Machinery